

Berserker rage scaling seems insane? can get over 100% rage effect and up to 60ish max rage, meaning you can get:

Rage Sources:

Tree/Ascendancy

10 on Melee hit (Small passives + Ascendancy + Veteran's Wrath notable)

3 on Melee hit with Axes (**Axe Mastery** + **Slaughter Notable**)

**Chainbreaker** - 1 Rage regenerated for every 25 Mana Regeneration per second

? Tinctures

Items

+1 on hit with attacks (Eldritch glove implicit)



**Kaom's Primacy, Two Handed Axe** - Gain 5 Rage on Melee Hit



**Lethal Pride, Timeless Jewel** - 1 Rage on Melee Hit



**Ravenous Passion, Helmet** - Gain 7-10 Rage after Spending a total of 200 Mana



**Kaom's Spirit** - Regenerate 1 Rage per second for every 300 Life Recovery per second from Regeneration



**Tombfist** - With a Murderous Eye Jewel Socketed, Melee Attacks grant 1 Rage on Hit, no more than once every second

Active/Support Skillgems

Actives

**Chainhook** Gain 3 Rage if this Skill Hits any Enemies

**Cleave of Rage** - Gain 2 Rage if this Skill Hits any Enemies

**Warlord's Mark** - Cursed Enemies grant 10 Rage when Stunned

Supports

**Rage Support** - Gain 3 Rage on Attack Hit / 19% increased Attack Speed while you have at least 10 Rage

Rage Cap:

Tree/Ascendancy

Items



**Rigwald's Savagery** +10 to Maximum Rage while wielding a Sword



**Bear's Girdle** +10 to Maximum Rage

Skillgems?

Rage Effect:

Tree/Ascendancy

**Rite of Ruin** - 50% increased Rage Effect

Items

Active/Support Skillgems

Active

**Berserk** 40 - 59% Rage Effect

Total: 109% Effect or 50% + (59% conditional based on berserk uptime, should be almost always?)

Rage Bonuses:

1% more attack damage per Rage (120% total)

1% increased attack speed per Rage (120% total from Crave the Slaughter Ascendancy)

1% inc movement speed per 5 Rage (24% total from Rage Mastery)

1% Inc armour per Rage (120% total from Vengeance on tree)